

Yixin Chen

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User Experience Designer, Creative Technologist

EDUCATION

Media Design Practices, Master of Fine Art ArtCenter College Of Design, Pasadena, CA, USA GPA: 3.83/4.0	9/2022-4/2024
Studio for Interrelated media, Exchange Program Massachusetts College of Art and Design, Boston, MA, USA	5/2020-8/2020
Art & Technology (Information Design), Bachelor of Fine Art Tsinghua University, Beijing, China GPA: 3.66/4.0	9/2017-6/2021

PROFESSIONAL EXPERIENCE

Graphic Designer Intern DreamWay Media, Glendale, CA · Hybrid	11/2024-2/2025
<ul style="list-style-type: none">Delivered high-quality digital graphics that met client specifications and expectations within tight deadlines, while managing up to five simultaneous projects without compromising quality or creativity during the design process.Introduced AI tools to streamline design workflows, improving project completion time by 20%.Collaborated with cross-functional teams to deliver creative solutions, increasing client satisfaction.	
MR Designer Intern RealM, Bellevue, WA · Hybrid	6/2024-9/2024
<ul style="list-style-type: none">Conducted market and user research, including 30+ interviews, to define user journeys and workflows for a real estate technology product.Collaborated with tech, branding, and marketing teams to design website and mobile wireframes, mockups, and interactive prototypes using Figma.Delivered design concepts aligned with product goals, facilitating cross-disciplinary collaboration.	
Royal Caribbean Sponsored Studio Course Project ArtCenter, Pasadena, CA	1/2024-4/2024
<ul style="list-style-type: none">Term-long, interdisciplinary course working in a 3-student team to produce a product concept that reimaged the experience of island adventure.Conducted comprehensive user research on target product demographic, identifying key needs and opportunity points; translated findings into 12 detailed ideation sketches using tools like Figma, Gravity Sketch, and Google Earth.Incorporated feedback from Royal Caribbean designers in order to resolve producibility & budget concerns for final product concept. Designed final 3D product renderings using Rhino, Blender, Twinmotion, Unreal Engine and Adobe assets.Presented high-fidelity 3D models, physical models, and a pitch deck to stakeholders, resolving design challenges related to budget and manufacturability.	
Journal Assistant American Anthropologist Journal, Pasadena, CA	3/2023-2/2024
<ul style="list-style-type: none">Published Cover design for American Anthropologist: Volume 125, Issue 3Designed an automatic tool for its social media posts using Processing, translating the archived issue data into generative graphic images, shorten and simplified the process of managing social media account by 80%.	
Meta Reality Lab Sponsored Studio Course Project ArtCenter, Pasadena, CA	9/2022-12/2022
<ul style="list-style-type: none">Completed a studio project sponsored by Meta Reality Labs in Fall 2022, developing three innovative research prototypes focusing on Computer Vision (CV), Augmented Reality (AR), and Mixed Reality (MR) related to Perception, Privacy, and Power.	

PERSONAL PROJECTS

OnoCatoon App An interactive iOS app designed for cats to engage with dynamic shapes and sounds, blending UX/UI design and playful game mechanics. Swift, iOS app development, User tests with my cat	2024
PraycLoud App A minimalist app enabling users to generate prayers, focusing on user-friendly interaction and Swiss-inspired aesthetics. Swift, iOS app development, ChatGPT API	2024

[Website](#). A speculative future urban design of drive-thru rides for autonomous cars.

Speculative design, 3D Modeling and Rendering, Physical Modeling, Digital Storytelling, Rhino, Blender, Twinmotion

SKILLS

3D Modeling & Rendering

Twinmotion, Rhino, Blender, Unity, Spline

2D Visualization

Figma, Procreate, Adobe Suite: Premiere Pro, Photoshop, Illustrator

Creative Coding

Swift, Unity C#, Processing, P5.js, Python, Arduino, Website
HTML, CSS, Javascript

Strengths

Creative Coding, Digital Storytelling, Physical Computing, Video, User Research methods

AWARDS

ArtCenter Graduate Scholarship

2022

Macau Design Award

2021

Winning Works: "[Lush Forest into Desolation](#)" (joint work)

Third Prize in 38th Best Science and Technology Works Challenge Tsinghua University

2020

Prize-winning works: "YIMIAN"-A Sleep Aids System, based on IOT (joint work)

PUBLICATION

Illustration "8 O'clock Calendar" was selected in This Quarantine Life: A COVID-19 Era Comics Anthology, The Art Students League of New York

2020

ART EXHIBITION

"The Outstanding Coursework Exhibition-Academy of Art& Design"

2020

--Tsinghua University, Beijing, China

Exhibition Work: "Odor Memory Bottle"-Interaction Installation

"Mirror & State" Art and Science Concept Exhibition

2019

--OPPO TOP University Innovation and Technology Competition 5G Season

Beijing, China

Exhibition Works: "A Journey of An Iceberg" (joint work)

"The Shape of Inspiration"

2019

--Work Exhibition of Academy of Art& Design, Tsinghua University

Beijing, China

Exhibition Works: "[Wonder](#)" and "[Lush Forest into Desolation](#)" (joint work)